

BLITZKRIEG

UNOFFICIAL CLARIFICATIONS

Last updated May 14, 2001, by Richard Wein

Please send e-mail to: rwein@lineone.net

These clarifications are intended for use with Avalon Hill's Blitzkrieg rules, second edition (1975). Before starting a PBEM (Play By Email) game, I like to make sure that my opponent and I agree on our interpretation of all the rules, and I find the best way to do this is to create a list of my interpretations. I hope that this will also be useful to other players, though they are of course free to follow different interpretations if they wish.

Each clarification is followed by a note, indicating its source (but note that I have rephrased clarifications from other sources):

- ARH = A collection of answers from "ARH" (probably Richard Hamblen) at Avalon Hill, in response to questions from Charles McLellan (<http://www.hkl1.com/blitzdocs.zip>). Some of these were later published in *The Avalon Hill General*, volume 23, issue 3.

- AH = Another set of answers from Avalon Hill, in response to questions from Wendell Martin (<http://www.grognard.com/errata/blitz.txt>).

- RSW = My own interpretations, or those suggested by other players with which I've agreed. Many thanks to Chris Shaffer and Charles McLellan for their assistance.

Rounding

- When a combat or movement factor is halved, do not round up or down unless the rules tell you to do so. Exceptions:

- When consulting the BBT, ACT or MCRT, if the rules don't tell you how to round, then round down; e.g. 16½ factors on the ACT would be resolved on the 13-16 column. A ½ factor (a single attacking factor halved) has no effect on the BBT or ACT. [ARH]

- When calculating combat odds, do not round combat factors at all; e.g. 6 factors attacking 3, with the defender halved, is resolved at 4-1 (6-1½). [ARH]

In any case, any rounding is performed after all other effects have been taken into account; e.g. a 1-factor unit which is halved and then doubled remains at 1 factor; two 1-factor units which are halved have a combined factor of 1 when firing together. [ARH]

A factor may be halved more than once (in which case it is quartered, etc), but it may only be doubled once. A second doubling has no effect. [ARH.]

3. Mapboard Set-Up

3.3 Any units not placed during set-up may be brought on as reinforcements on Turn 1, or later. [RSW]

5. Friendly Cities

A city (or port) is a single hex. So the urban areas consisting of 2 or 3 city hexes are treated as 2 or 3 separate cities (or ports) for the purpose of the rules. [RSW, but this is implied by several answers given by ARH.]

A city in your home country, or in a minor country of which you're the liberator, is friendly to you (= controlled by you) at any time that it is not occupied by an enemy unit or in an enemy ZOC. (Note that an unfriendly city in such a country may become friendly during your movement phase, as a result of AVing an occupying or adjacent enemy unit, in which case you can then use the city for air transport, sea movement and reinforcements during the same movement phase.) [RSW]

A city in your opponent's home country, or in a minor country of which you're the aggressor, is friendly to you if: (1) at the beginning of the current player-turn, it was occupied by your units and was not in an enemy ZOC; and (2) it is currently occupied by your units and is not in an enemy ZOC. [RSW]

It is possible for a city not to be friendly to either player, i.e. unfriendly to both players. [RSW]

Air units on the ground are sufficient to establish or prevent control of a city, but air units in the air are not (except for a patrol/interdiction mission, whose ZOC *does* prevent enemy control of a city). [RSW]

8. Zones of Control

8.1 ZOCs (including those of armor and air-assault units) extend into forest hexes. [RSW]

8.2, 34. & 36.24 Airborne and rangers count as infantry for the purpose of these rules. [RSW]

8.3 Armor and air-assault units cannot retreat into or through enemy ZOCs, even those of infantry. [ARH]

9. Movement Bonuses

9.4 Air transport of airborne, air-assault and ranger units counts against the 4 unit air transport limit, regardless of whether the unit is landed in a city or airdropped. [ARH]

11. Stacking Units

11.1 Stacking limits must be obeyed at the following times:

- at the end of movement (before recombining substitute units);
- after resolution of each combat (all types of combat), counting advances and retreats as part of the combat resolution;
- before conducting each AV;
- before conducting an invasion (see 20.31 below);
- after returning air units to base.

A player may not deliberately overstack at these times. If unable to avoid overstacking, he must eliminate excess units. [RSW]

Note:

- Overstacking is allowed at other times. For example, an advancing stack may split into substi-

tute counters, becoming overstacked, providing it returns to stacking limits by the end of the advance.

- Retreating units, and air units returning to base, may not violate the stacking limit, even if they have nowhere else to move. In such a case, moving units must be eliminated; other units may not be eliminated to make space for them. [RSW]

13. Defending

13.3 A defending unit is doubled by a river if (a) it is on a non-river hex and all the attackers are on river hexes, or (b) it is on a river hex and all the attackers are on a different branch of that river (e.g. EE40 to DD40, but not EE41 to DD40). [RSW]

14. Multiple Unit Battles

14.9 A player may not move a unit during his movement phase if that unit will then be forced to attack at illegal odds (worse than 1-6) during the following combat phase. However, if a unit begins the movement phase in an enemy ZOC and remains unmoved, the player is not obliged to take any action (or refrain from any action) to ensure that it can make a legal attack. For example, an armor unit and an infantry unit start their turn adjacent to an enemy stack, and have the strength to make a legal attack. The player may choose to move the armor unit away, leaving the infantry unit behind, even if this means the infantry is now unable to make a legal attack, and so must be removed before combat. [RSW]

19. Sea Movement

19.1 For purposes of sea movement and sea supply only, the sea zones are assumed to extend far out beyond the edge of the board, so that movement and supply between zones cannot be blocked by the ZOC of units near the edge of the map, e.g. in hex D1. (On the printed board, there is only one hex between D1 and the board edge, but this has been increased to two in Charles McLellan's ADC gameset.) [RSW]

19.3 & 30.3 The limits on the number of units at sea are applied at the same times as stacking limits (see 11.1 above). Invading units on sea

hexes count towards this limit. Carrier-based aircraft conducting a combat air operation (over land or sea) do not. [Partly ARH]

19.4 While a port is blocked from access to the board edge, it does not count as a port for any purpose. (Exception: the port facility may still be bombed (33.3), just in case the blockage is removed during the upcoming turn.) Furthermore, no friendly naval activity of any sort is allowed in a region of sea which is cut off from the board edge by enemy ZOCs. For example, if Blue has units in W33 and Z34, Red may not trace sea supply lines (23.5), make invasions (20.3), withdraw rangers (27.4) or launch carrier-based aircraft (30.3) anywhere in the gulf north of X34-Y34 (but Red may use sea hexes X34 and Y34 themselves as invasion assault hexes or carrier take-off hexes). [RSW]

20. Invasions

20.1 The city hex on the coast of the Great Koufax Desert (CC15) is not part of the beach. [RSW]

20.3 An invasion may include both opposed and unopposed invading units. Opposed units are those which are landing from a sea hex in an enemy ZOC, regardless of whether any adjacent beach hexes are enemy-occupied, and follow rules 20.31 to 20.35. Unopposed units follow rules 20.31 and 20.4. [RSW]

20.31 All units invading in a given movement phase (including rangers) must be placed on full sea hexes (assault hexes) before any of them are moved ashore. Stacking limits apply at this time. [RSW]

20.31 Delete the final sentence. Invading units may not pass through an enemy ZOC on their way to an assault hex, though the assault hex itself may be in an enemy ZOC. [RSW. It seemed inconsistent that enemy ZOCs could prevent transport to a port, but not to a beach.]

20.32 An opposed unit which lands on a vacant beach hex must stop on the beach hex and move no further, even if the beach hex is not in an enemy ZOC. [RSW]

20.34 The second sentence should read as follows: "Units attacking from sea hexes to non-beach hexes are automatically eliminated no matter what the results of combat...". [ARH]

20.4 Unopposed units *must* land during the movement phase. [RSW]

21. Automatic Victory

21.1 AV can only occur during the movement phase. [RSW]

21.1 AV is considered to be combat, so units cannot recombine after conducting an AV. [RSW]

21.1 If AVing units are still adjacent to an enemy stack at the start of regular combat, other units must attack that stack. You may not make the AV unless you will move units into position to make such an attack, but those units do not have to be in position at the time of the AV. If units fail to reach their positions for such an attack, as a result of interception, the AV is nullified (32.74). [RSW]

21.2 AVed enemy units do not count towards friendly stacking limits. [RSW]

21.3 Units advancing from an AV must stop on entering any enemy ZOC, including armor entering an infantry ZOC. [ARH] Units advancing from an AV follow the standard TGAT rules for advances. [RSW]

23. Combat Supply

23.1 The only units which need to trace a supply route in the opponent's player-turn are fighters (excluding those already conducting patrol or patrol/interdiction missions). Any fighters which are out of supply may not conduct any combat air operations (even interception of a vacant hex). A fighter unit which was supplied by air or beach supply in its own player-turn can be supplied again in this way in the opponent's player-turn, at no extra cost against the appropriate capacity. A fighter unit which was *not* supplied by air or beach supply in its own player-turn can be supplied in this way in the opponent's player-turn, providing sufficient capacity was left unused. [RSW]

23.5 There is no limit to the number of units that can be supplied through a friendly port. [ARH]

23.5 The 10 unit limit on beach supply is global, not per beach. [RSW]

23.5 You can only provide beach supply through a beach hex which you invaded with a non-ranger unit in your last turn; uninvaded hexes on the same beach are not eligible. The hex must also be friendly, which means that in the enemy home country (or a minor country where you're the aggressor) you must have a unit occupying the beach hex in question. [RSW]

23.6 An unsupplied ground unit may be moved by sea and even make an invasion, but may not be transported by air. To air transport a full unit in an isolated city would require 2 units of air transport capacity--one to supply it and one to transport it. [RSW]

23.6 Defending ground units can advance after combat if they get the chance, regardless of supply considerations. [RSW]

25. Ground Combat

25.1 When the TGAT says that "normal movement rules are followed" during advances, it's referring to the effects of mountains, forests and stacking. It is not referring to the effect of enemy ZOCs. Units (including infantry) may advance even if they start the advance in an enemy ZOC, but all advancing units must stop immediately on entering an enemy ZOC (including armor entering an infantry ZOC). [RSW, supported by ARH's ruling on 21.3.]

25.1 Losses suffered by artillery are always measured in *defense* factors, regardless of whether the artillery is attacking or defending. [RSW]

25.2 Artillery may not conduct a defensive barrage in the opponent's player-turn. [ARH]

25.3 Although all attacks must be declared before any are resolved, the attacker does not have to commit himself to resolving the attacks in a particular order. Furthermore, he does not have to resolve all BBT attacks before beginning his TGAT attacks. [RSW]

25.3 Since all attacks must be declared before any bombardments are resolved, units must be allocated to attack all adjacent enemy units, even those which the attacker expects to destroy by bombardment. If the enemy units are indeed destroyed by bombardment, the allocated units cannot make any attack in that turn. Also, combat odds must be at least 1-6 before taking into account the expected effect of bombardments. [RSW]

26. Substitute Units

26.1 Units may be broken down into substitute units at *any* time the owner chooses, not only during movement. [RSW]

26.3 Units at sea may be recombined. [RSW]

26.4 Ignore the reference to "hidden movement limits". Hidden movement rules were planned, but were omitted from the published rule book. They were later published in *The General*. [ARH]

27. Rangers

27.2 Rangers treat non-beach coastal hexes as beach hexes for all purposes, and their invasions are treated just the same as regular beach invasions, except where explicitly overruled by rules 27.2-27.5. You can supply rangers by beach supply through a non-beach coastal hex invaded by rangers in your previous player-turn, but they follow rule 23.5 in all other respects. [RSW, but mostly supported by ARH]

27.2 Rangers can invade a coastal city hex. If the hex contains enemy aircraft but no ground units, it is considered a vacant hex for purposes of rules 20.3 and 20.4. [RSW]

27.4 Rangers move to sea from any coastal hex in just the same way that other units move to sea from a port, except that the hex need only be free of enemy ZOCs; it doesn't need to be friendly. (So rangers can move to sea from an unfriendly port hex.) [RSW]

27.5 Note that a ranger invasion across a lake is the only time that a unit can go to "sea" and land again in the same player-turn. Rangers cannot remain "at sea" on a lake, withdraw across a lake, or trace supply across a lake. [RSW]

28. Replacements

28.1 You can take replacements in excess of your original forces, providing sufficient substitutes are available. For example, you can take a 2-8 TAC unit even if both your 4-8 TAC units are still in play. [ARH]

28.1 Correction: replacements may *not* be accumulated. [ARH and AH]

28.4 You are normally allowed 3 ground and 3 air replacements per turn. Loss of aircraft cities reduces air replacements but has no effect on ground replacements. [ARH and AH]

28.4 Air transport capacity may not be increased by more than 1/2 a unit in one turn. [RSW]

28.5 Air replacements must be placed in aircraft cities, maximum one per city. [RSW]

28.5 Air replacements *are* received for aircraft cities in an enemy ZOC, providing they are not enemy-occupied or bombed, even though such cities are not friendly. [ARH] But note that replacements may not be placed in an unfriendly city, so such a replacement may only be used for increasing air transport capacity. [RSW]

29. Minor Countries

29.2 Any unit entering a hex of a neutral minor country counts as aggression, including a retreat, an air unit returning to base, or an air unit passing through a coastal hex of the country. In some circumstances, a player may be forced to violate the neutrality of a minor country, e.g. if one of his units is forced to retreat into it. [RSW]

29.3 When attacking an unreduced minor country city containing liberating ground units, the attacker must launch two separate attacks, against the city and the units, in either order. [RSW]

29.4 An unreduced minor country city may be attacked on the BBT, e.g. to negate its use as a road by the liberator. But BBT results never contribute to reducing the city. [RSW]

29.6 Replace the last two sentences with the following... If, at the end of his movement, the aggressor has no forces left in the country, but has moved forces through, over or out of the country, he must remove 2 factors from these forces immediately, instead of removing 2 factors at the end of his player-turn. (If he leaves only 1 factor in the country, he must, at the end of his movement, remove that factor plus 1 factor from the forces which left the country.) Note that forces moving through the country at any time other than during the aggressor's movement (advancing after combat, intercepting, etc) are not affected by this rule. [RSW]

29.7 The aggressor may voluntarily choose not to take the 2 factor loss for tracing supplies in an unsubdued minor country, and accept that he can't trace any supply routes (even air) into, through or out of the country. [ARH.] Forces in a port of that country can't even be supplied by sea. (Guerrillas sabotage the docks!) [RSW]

29.7 If the aggressor chooses to take the 2 factor loss, then he may also trace supply through the country during his opponent's immediately following player-turn, at no further cost. If he doesn't take the loss, then he may not trace supply during his opponent's turn if the country remains unsubdued (or if the country was previously subdued but became unsubdued during his own player-turn). [RSW]

30. Bomber Aircraft

30. The rules refer variously to "air operations", "combat air operations", "missions" and "attacks" (by air units). These terms require some clarification:

- A **combat air operation** or **attack** is any of the following: tactical bombing (30.41), strategic bombing (30.42), all fighter missions (32.3-32.7) and all additional bomber missions (33.2-33.7).

- An **air operation** or **mission** is any of the above plus air transport (including airdrop), air supply and staging.

- Moving an air unit to sea from a port or landing directly at a port is not an air operation. (The air unit is loaded/unloaded in the port, just like a ground unit.) [RSW]

30.3 TAC and FTR units may not stage directly to a sea zone (they must go to sea from a port), and they may not land at sea when returning from a combat air operation unless they took off from the sea. [RSW]

30.3 A carrier-based air unit may return to land in 3 ways:

- Stage to an airbase within range of a sea hex in its current zone. This is not permitted if the air unit just entered the sea zone in the current movement phase (because the air unit cannot conduct any air operation in the same player-turn).
- Land at an airbase within range after conducting a combat air operation.
- Unload at a port in its current sea zone. This may be preceded by movement from another sea zone, and followed by staging from the port. [RSW]

30.3 While a carrier-based air unit is conducting a combat air operation, whether over land or sea, it is not considered to be "at sea" or in any sea zone. [RSW]

30.4 More than one combat air operation may be conducted in the same hex in a single player-turn. [ARH.] But only one of each type. [RSW]

30.41 When checking that you have at least as many ground as air factors involved in an attack, compare the factors *after* any halving or doubling. [ARH gave this for doubling of bombers at short range. RSW extended it.]

30.41 "Tactical bombing undoubles a river defense if the bomber's attack strength equals the basic strength of the defenders." Basic strength here means before doubling for the river. Other doublings and halvings are still applied before making the comparison. [RSW]

30.5 Air units may fly into or through a hex containing enemy air units in the air, and conduct combat air operations in such a hex. [RSW]

30.5 Suicide air missions are not allowed. You may not move air units in such a way that some

of them cannot possibly have anywhere to land after their mission, e.g. by filling up their only available base with other air units. [ARH] However, if there is any chance at all that they will have somewhere to land (e.g. you have a chance of retreating an enemy unit which is exerting a ZOC over one of your cities), then you can risk it. (Fighters in the air which are already doomed, because their only available bases have become unfriendly since they took off, are no longer restricted by this rule.) [RSW]

30.6 If an air unit begins a player-turn at an airbase in an enemy ZOC, it may not conduct any combat air operation in that player-turn, even if the enemy ZOC is removed during the movement phase. Neither can any air unit stage into it. But air units may be able to land there later in the player-turn, when returning from a combat air operation, if the enemy ZOC has been removed by then, subject to 30.5. [RSW]

30.7 Read "since the preceding player-turn" as "since the start of the current player-turn". [RSW]

30.9 Whenever ungarrisoned grounded aircraft are located in an enemy ground-unit ZOC, they are eliminated immediately. This applies at all times, including during the aircraft owner's own player-turn. [RSW]

32. Air Combat

32.3 Fighters may not exceed 12 hexes in any leg of their movement (e.g. airbase to patrol hex, or patrol hex to intercept hex), and their total movement from the time they take off to the time they land may not exceed 24 hexes. [ARH]

32.3 Only the defending player may perform interception missions. [ARH]

32.3 The attacking player must announce the details of all attacks and combat air operations before the defender decides on any interceptions. [ARH]

32.3 Staging aircraft may not be intercepted. [ARH] They will already have landed by the time interception occurs. However, they can be strafed instead. [RSW]

32.3 The tactic of intercepting a vacant hex is used to let fighters change base during the opponent's player-turn. It is particularly useful when the fighters' airbase is under attack, but is not limited to such circumstances. The maximum "intercept range" (32.31) for a vacant hex is always 12 hexes. (The "vacant hex" doesn't actually have to be vacant; it may contain any units except enemy air units. [RSW])

32.31 An air unit can trigger interception in its take-off hex (e.g. when a carrier-based air unit takes off from a sea zone containing 10 enemy factors). In this case, since the take-off hex and destination hex are both counted towards the interception range, an interceptor could fly one hex further than the unit being intercepted. [RSW]

32.31 All attacking aircraft in a single hex must be intercepted as a single group, even if they are conducting several different missions. [ARH] The owner chooses which mission to take any losses from (except that escorting fighters must be removed before bombers). [RSW]

32.31 When attacking air units in a hex have traveled different distances (counting from the hex where they triggered interception to the target hex inclusively), the intercept range for this target hex is the *greatest* of these distances (up to a maximum of 12 hexes). [RSW]

32.31 When counting combat factors at sea for the purpose of triggering interception range, all units are counted at printed combat factor (no halving or doubling), even if weather or critical resources would prevent them attacking. [RSW]

32.31 Grounded fighters may intercept enemy air units directly above their own airbase (i.e. at range zero), even if no interception range has been triggered. (This can only arise if the airbase has no garrison, as the ZOC of a ground unit would trigger an interception range.) [RSW]

32.31 The ZOCs of units which have already been AVed cannot trigger interception. [ARH]

32.32 Fire by interceptors and return fire by their targets are simultaneous: both sides fire before any losses are inflicted. The same is true of anti-aircraft fire against strafers and bombers. [ARH]

32.33 Air transport points conducting air supply cannot be intercepted. [AH]

32.33 Note that interception of air transport (including airdrops) occurs at the normal interception time, i.e. after all movement has been completed. By the time any interception occurs, the transported units may already have had some other effect on the game: conducting an AV, surrounding an AVed unit, overrunning grounded air units. If the transported units are eliminated by interception, then any effects they had on the game after landing must be retroactively nullified (see also 32.74). [RSW]

32.34 Air units returning from a mission during your opponent's player-turn (patrollers and interceptors) must land at an airbase which has been friendly since the start of your own preceding player-turn, or which has been continuously occupied by you since then and freed of enemy ZOC during that time. [ARH says this for patrollers. RSW added interceptors.]

32.35 Fighters are allowed to intercept (including interception of a vacant hex--see 32.3) if they began the opponent's player-turn at an airbase free of enemy ZOC, even if their airbase is placed in an enemy ZOC or occupied by enemy units during the movement phase. The fighters are assumed to have scrambled into the air as the enemy forces approached. On the other hand, fighters which began the opponent's player-turn at an airbase in an enemy ZOC may not intercept, even if the ZOC is removed during the movement phase. [RSW]

32.4 When the attacker announces his combat air operations, any fighter in the same hex as a friendly bombing or transport mission (but not patrol/interdiction) is automatically an escort. [RSW]

32.4 Unescorted bombers cannot fire back at interceptors. [AH]

32.5 Although hunters may not attack enemy units on patrol or patrol/interdiction, they may enter hexes containing those units. If they enter a target hex containing such units in order to attack other enemy air units in the same hex, the units on patrol or patrol/interdiction play no part in the ensuing combat. [RSW]

32.5 After the attacker has completed his combat, any of his hunters which have not fired may switch to patrol missions (instead of returning to base). They may not switch to patrol/interdiction missions. [ARH.]

32.6 Defending player's fighters which choose to strafe airbases do *not* return to base immediately after strafing. They remain in the air until the end of combat, giving hunters a chance to attack them. [RSW]

32.6 Although this rule refers to "interceptors", defender strafing of airbases is not interception, is not affected by triggered range limitations (32.31), and is not allowed by a player with only 1 basic industry city (36.33). [RSW]

32.6 Fighters on patrol or patrol/interdiction may strafe enemy airbases during the opponent's player-turn. [ARH says that patrollers may strafe, as they're allowed to intercept. Since patrol/interdictors can also intercept, I assume they can strafe too.]

32.6 Bombers may not bomb a vacant non-city hex, a hex containing friendly ground units or a vacant friendly city (in order to get away from an airbase which may be strafed). However, fighters may be sent on a hunt mission to a search hex with no adjacent targets. [RSW]

32.6, 33.2 & 33.7 When ground units or air units on the ground conduct anti-aircraft fire, they are not affected by considerations (like supply and weather) which further halve their attack strength or prevent them attacking at all. [RSW, though ARH says that grounded air units can conduct AA fire even when unable to fly due to oil or industry shortage.]

32.7 Red may not place patrollers or patrol/interdictors in the air during initial deployment (before Turn 1). [ARH]

32.7 There's no reason for the attacker to announce before combat that his fighters are on a patrol mission. He can announce that they're hunters, and then switch to patrol after combat (but not patrol/interdiction). [RSW]

32.74 Nullification of an AV can also occur when regular units are eliminated by interception of air transport to a city. [AH]

32.74 When an AV is nullified, any units whose movement depended on that AV must be rolled back along their movement path to the last hex before they entered an enemy ZOC, including the ZOC of the AVed unit (or further if necessary to avoid overstacking). They may not attack in any way. [ARH & AH] If units are rolled back all the way to their starting hex and are overstacked there, because other units have entered that hex, sufficient of those other units must also be rolled back to make space. The units which actually made the AV attack will still be in their attacking positions, and must now make a normal attack on the AVed unit. [RSW]

32.74 Delete the final sentence of this rule (but see 32.35 above instead). [RSW]

32.75 If air operations are prevented (e.g. by fog), any air units already on patrol must return to base immediately. [RSW]

33. Additional Bombing Missions

33.3 While a port is damaged, it does not count as a port for any purpose (including calculation of naval ascendancy). [RSW]

33.7 The armor type ZOC of units (FTR or TAC) on a patrol/interdiction mission counts as an armor ZOC for all purposes. (Exception: it does not eliminate ungarrisoned grounded enemy aircraft.) It makes cities unfriendly to the enemy, and also serves to trigger interception (as in 32.31). This means that patrol/interdiction does everything a patrol mission does and more. The only reason to have fighters on a patrol mission rather than patrol/interdiction is if you send your fighters on a hunt mission and then switch to patrol later. [RSW]

33.7 When computing the 4 factors required for patrol/interdiction, this is based on modified factors, with halving for weather and/or loss of basic industry, and doubling for TAC operating at less than half range. [ARH only mentions doubling for TAC.] Air units may be sent on a patrol/interdiction mission with a strength of less than 4. Although they have no armor ZOC, they

can still strafe, and subsequent changes in conditions (e.g. snow changing to clear weather) may increase their strength to 4, giving them an armor ZOC. [RSW]

33.7 When interceptors force patrollers or patrol/interdictors to return to base on a "1 for 1" basis, this is based on the same modified factors as ACT combat, i.e. with halving for TAC and/or loss of basic industry, but not doubling for TAC operating at less than half range. If the patrol/interdicting player has both TAC and fighters present, and has an excess of factors overall, he can choose which type of factors will return to base. [ARH just says that it takes 2 TAC to match 1 fighter.]

33.7 The usual rules for bombers in air combat do not apply to TAC on patrol/interdiction. Interceptors fire at them at normal strength (not double or triple), and the TAC fire back (at half strength) even if no friendly fighters are present. If the patrol/interdicting player has both TAC and fighters present, he can choose which ones take the losses. [RSW]

33.7 Each patrol/interdictor may strafe just one hex, and only the ground units in that one hex may return fire. If the hex is an adjacent one, the patrol/interdictor does not move from its patrol hex. [RSW. Strafing is not very effective, and allowing *all* adjacent units to return fire, as stated in the rules, makes it too unattractive.]

34. Weather

34. In rain and snow, air unit factors are halved for all types of combat (except anti-aircraft fire), regardless of which side is the "attacker". [RSW]

34. In a gale, there is no desert movement bonus, on or off the road. [RSW]

35. Naval Ascendancy

35.1 Units at sea contribute 1 NP per printed attack factor (no halving or doubling), and are counted even if weather or critical resources would prevent them attacking. Air units in ports contribute NPs based on their modified factors, with possible halving for weather and critical resources (round fractions down after combining all

units), but no doubling for short range. [ARH (mostly)]

35.1 Naval ascendancy is determined before supply status, as this may affect units tracing supply by sea. Exception: for the purpose of determining whether air units in ports can contribute NPs, if they need to trace supply by sea, such supply is based on the naval ascendancy states from the previous player-turn. [RSW]

35.31 If an unreduced minor country city is attacked by rangers from a sea hex in a zone of friendly naval superiority, the attackers may not automatically occupy the city hex. They must first reduce the city in the usual way. [ARH]

35.32 A player with less than 10 naval points in a contested sea zone may not invade. [RSW. Without this change, a player can actually become worse off when he increases his NPs in a zone. Increasing his NPs to 10, without a 2-1 superiority, changes the status from uncontrolled to contested, which (without this change) allows the opponent to invade.]

36. Critical Resources

36.1 Captured enemy home country cities never contribute to your critical resources. [AH]

36.1 To count for critical resources, a city must be friendly, so you must keep your cities free of enemy ZOCs. [ARH]

36.22-36.24 Patrol missions count against the air mission limit on the player-turn they take off and again in the following player-turn if still in the air. If existing patrol and patrol/interdiction missions exceed the mission limit at the start of the player-turn, excess units must return to base immediately. [RSW]

36.32 With the use of only 2 basic industry cities, air unit factors are halved for all types of combat (except anti-aircraft fire), regardless of which side is the "attacker". AVs are not allowed. [RSW]

36.33 Although fighters can intercept with the use of only 1 basic industry city, they do not contribute any naval points. [RSW]

36.32 Sea zones of friendly superiority are considered uncontested instead if the enemy has zero naval points, or contested if the enemy has one or more naval points. [RSW]

36.33 Sea zones of friendly superiority are considered uncontested instead if the enemy has zero naval points, or contested if the enemy has one or more naval points. In addition, the affected player may not invade in contested zones. [RSW]

36.34 Regardless of any other conditions, all sea zones have enemy superiority, except those where the enemy has zero naval points, which are uncontested. (In the extraordinarily unlikely

event that both players are affected by this condition at the same time, all sea zones are uncontested.) [RSW]

36.4 If a player starts his player-turn with more units at sea than he is allowed, he must comply by the end of his movement phase. (Excess land units may invade vacant beach hexes, but may not remain on all-sea assault hexes; excess air units may conduct a combat air operation and then land at a city.) If the player cannot comply during the movement phase, he must move the excess units one sea zone towards the nearest friendly port. Excess units still count for determining naval ascendancy. [RSW] ●

SEQUENCE OF PLAY

A Blue player-turn is described here. The Red player-turn is the same (with Blue and Red exchanged), except that there's no weather phase. Within each phase, actions can be conducted in any order, unless indicated by numbered steps.

PHASE	PLAYER	DESCRIPTION
Weather	---	Determine weather (34). [Not in Red player-turn.]
Critical Resources	Both	Determine the effects of critical resources (36).
Naval Ascendancy	Both	Determine naval ascendancy state in each sea zone (35).
Supply	Both	Blue traces supply routes for all units; Red for air units only (23). Blue removes 2 factors to trace supply through each unsubdued minor country (29.7).
MOVEMENT	BLUE	Move ground units (7-11, 19-22, 27). Stage air units (30.7). Send other air units on combat air operations (30.4, 32.4, 32.5, 32.7, 33). Take reinforcements (6) and replacements (28).
Recombination	BLUE	Combine substitute units (26.3).
Strafing Ground Units	RED	Red air units on patrol/interdiction missions may strafe ground units in the same hex or an adjacent one (33.7). They remain on patrol/interdiction, but only those which did not strafe have the option to switch to interception or airbase strafing later.
Announce Attacks	BLUE	Announce ground attacks, barrages and combat air operations.
Interception & Airbase Strafing	RED	1. Red fighters (on the ground or on patrol) move to hexes containing Blue air units in the air for interception (32.3), or on the ground for strafing (32.6). 2. If intercepted Blue hunters, patrollers or patrol/interdictors outnumber Red interceptors, Blue decides whether excess factors will fire (32.52, 32.72, 33.7). 3. Resolve combat on ACT. 4. Blue hunters, patrollers and patrol/interdictors which fired return to base.
Hunting	BLUE	1. Hunters move 1 hex to attack Red interceptors and airbase strafers (32.51), or to strafe Red airbases (32.6). 2. Resolve combat on ACT. 3. Hunters which fired return to base.
Combat	BLUE	1. Remove Blue's old PX, RCX, and SRIX markers from Red cities (33.3-33.5). 2. Resolve BBT (25, 30.42, 33.1-33.6) and TGAT attacks (12-15, 29).

		3. Conduct free AV advances (21.3). 4. Move invading units ashore (20.35, 35.31).
Return to Base	BLUE	Blue air units return to base (30.5), except for those on patrol or patrol/interdiction. Hunters which have not fired may switch to patrol (but not patrol/interdiction) in their current hex, instead of returning to base (32.52).
Return to Base	RED	All Red air units return to base (32.34, 32.75).
Guerrilla Action	BLUE	Remove 2 factors from each unsubdued minor country (29.6).

Modified SEQUENCE OF PLAY for Play-By-Email

The sequence of play for PBEM is slightly modified, to reduce the number of email exchanges--the Announce Attacks and Guerrilla Action phases have been moved forward. The actions performed by each player are shown in the corresponding colour.

PHASE	PLAYER	DESCRIPTION
Weather	---	Determine weather (34). [Not in Red player-turn.]
Critical Resources	Both	Determine the effects of critical resources (36).
Naval Ascendancy	Both	Determine naval ascendancy state in each sea zone (35).
Supply	Both	Blue traces supply routes for all units; Red for air units only (23). Blue removes 2 factors to trace supply through each unsubdued minor country (29.7). [Red supply is extremely unlikely to require any decision by Red.]
MOVEMENT	BLUE	Move ground units (7-11, 19-22, 27). Stage air units (30.7). Send other air units on combat air operations (30.4, 32.4, 32.5, 32.7, 33). Take reinforcements (6) and replacements (28).
Recombination	BLUE	Combine substitute units (26.3).
Announce Attacks	BLUE	Announce ground attacks, barrages and air combat air operations.
Strafing Ground Units	RED	Red air units on patrol/interdiction missions may strafe ground units in the same hex or an adjacent one (33.7). They remain on patrol/interdiction, but only those which did not strafe have the option to switch to interception or airbase strafing later.
Interception & Airbase Strafing	RED	1. Red fighters (on the ground or on patrol) move to hexes containing Blue air units in the air for interception (32.3), or on the ground for strafing (32.6). 2. If intercepted Blue hunters, patrollers or patrol/interdictors out-

		number Red interceptors, Blue decides whether excess factors will fire (32.52, 32.72, 33.7). 3. Resolve combat on ACT. 4. Blue hunters, patrollers and patrol/interdictors which fired return to base.
Hunting	BLUE	1. Hunters move 1 hex to attack Red interceptors and airbase strafers (32.51), or to strafe Red airbases (32.6). 2. Resolve combat on ACT. 3. Hunters which fired return to base.
Combat	BLUE	1. Remove Blue's old PX, RCX, and SRIX markers from Red cities (33.3-33.5). 2. Resolve BBT (25, 30.42, 33.1-33.6) and TGAT attacks (12-15, 29). 3. Conduct free AV advances (21.3). 4. Move invading units ashore (20.35, 35.31).
Return to Base	BLUE	Blue air units return to base (30.5), except for those on patrol or patrol/interdiction. Hunters which have not fired may switch to patrol (but not patrol/interdiction) in their current hex, instead of returning to base (32.52).
Guerrilla Action	BLUE	Remove 2 factors from each unsubdued minor country (29.6).
Return to Base	RED	All Red air units return to base (32.34, 32.75).

* Decisions possibly required by Red during Blue phase. Decisions on which units are to take losses can probably be postponed until Red's turn. Retreats may require reference to Red.